A GAME OF CONCENTRATION™

GAME PROGRAM™ INSTRUCTIONS

ATARI®

A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

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Use your Keyboard Controllers with this ATARI® Game Program.™ Be sure the Controllers are firmly plugged into the LEFT and RIGHT CONTROLLER jacks at the rear of your ATARI Video Computer System.™

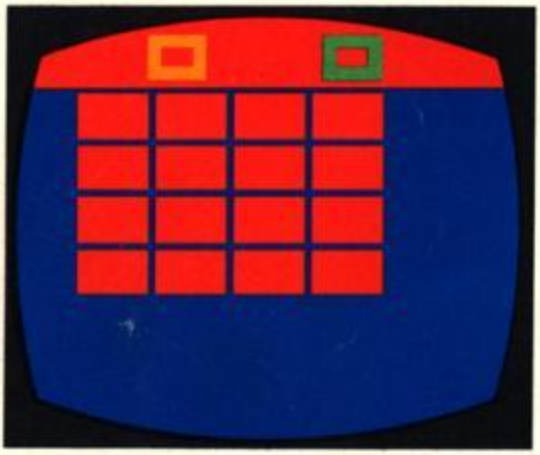
Note: Always turn the console power switch OFF when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

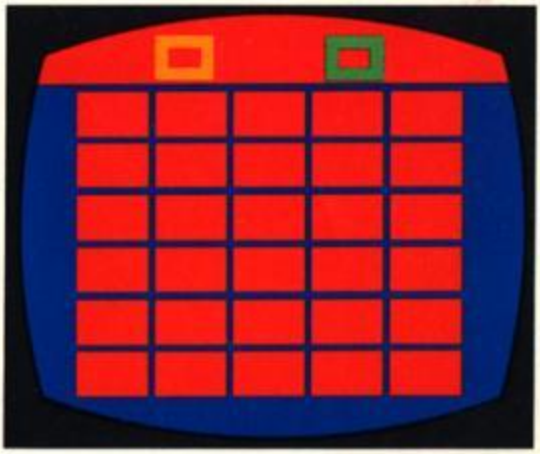
HOW TO PLAY

There are two versions of HUNT & SCORE™

- 16-square matrix
- 30-square matrix

Each game version is played the same. The only difference is the number of matrix squares. Behind each numbered square is an object. Each player takes a turn by choosing two matrix squares. When a player chooses a square, an object is revealed. If the two squares' objects are identical, the player scores one point.





HUNT & SCORE™ OBJECTS

LADY BUG

BUTTERFLY

RANGER

CRAB

TELEVISION

BELL

FLYING SAUCER

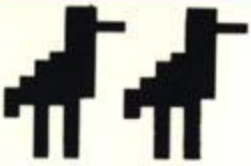
DEER

AUTOMOBILE

CASTLE

BUNNY

LLAMA


SEAGULLS

SAILBOAT

TABLE AND CHAIRS

When you choose two squares with identical objects behind them:

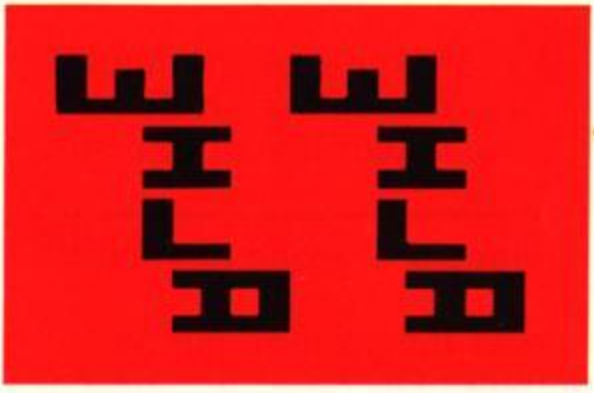
- A sound signifying a Correct answer occurs
- The two squares disappear from the matrix
- You score one point (If the Difficulty is in "B" position, a player scores two points each time a correct match is made).
- You receive another turn

When you select two squares whose objects are not identical:

- A sound signifying an Incorrect answer occurs
- The two objects disappear and the numbers reappear on the square
- In two-player games, the other player makes a selection
- In one-player games, the computer scores one point and you select another two squares.

WILD CARDS

Some games will feature a wild card behind two of the matrix squares. A wild card automatically matches any object, scoring one point for the player who selects it.



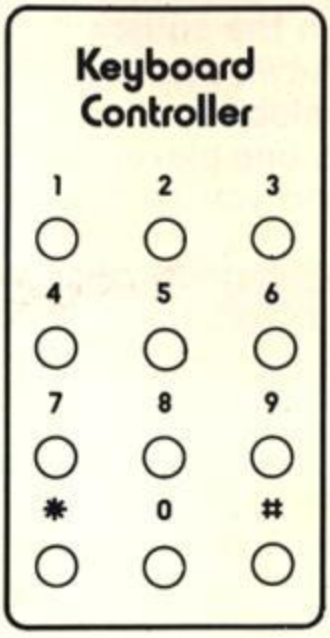
SCORING

In all HUNT & SCORE games, you score one point for each pair of matrix squares you select with identical objects behind them. NOTE: When the difficulty is in the "B" position, you score two points for each match.

- In one-player games your score appears on the left side of the screen. The number of incorrect selections appears in the upper right corner of the screen.
- In two-player games, the left Keyboard Controller player's score appears in the upper left corner of the screen; the right controller player's score appears in the upper right corner.

KEYBOARD CONTROLLER

Each player uses a Keyboard Controller to make selections. In two-player games, the left controller player begins the game. In one-player games use the left controller. A number flashes on each matrix square. Behind each square is an object.



To select a matrix square:

- Press the number of the matrix square on the Keyboard Controller. The number you press will appear at the top of the screen.
- After you press the Keyboard number, enter it into the computer by pressing the ENTER (#) button on the keyboard. The object behind the square is revealed.

NOTE: If you press the wrong Keyboard number by mistake:
Immediately press the correct number you want, then enter it into the computer OR press the ERASE (*) button and then the correct number.

If you are playing with 30 matrix squares, the computer will not accept any number from the Keyboard over 30. In games with 16 squares, note that the computer will not accept any number entries over 16.

HANDICAP

Slide the Difficulty switch to the "B" position and the player receives two points for each correct match. In the "A" position, the player scores one point for an identical pair of objects.

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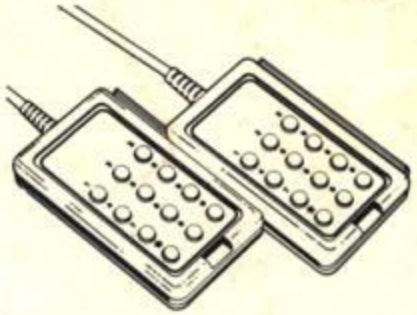

Use your Keyboard Controller with this Game Program™. Be sure the Controllers are firmly connected to your Video Computer System™.

	16-SQ				30-SQ			
Game Number	1	2	3	4	5	6	7	8
Number of Players	2	1	2	1	2	1	2	1
Wild Card			■	■			■	■

PRINTED IN USA

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C011402-42 Rev. 3